



Guide for Inexperienced Extraterrestrials

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1. " M" , an extraterrestrial in a tight spot

1.1 A breakdown in outer space

Had he not of been wearing headphones while playing "little humans" (an alien video game in which you have to shoot at dozens of horrible monsters of earthling form) our extraterrestrial would have heard the on board computer warning him a few moments ago of the alarming lack of fuel

Now his second hand spaceship had smashed into pieces on a strange planet, inhabited by very bad tempered creatures, and left him without any means of communication with anyone. And what's worse: now he had no chance of beating his record! Ah, if only "N" were here with him... She would know what to do. Woops, that reminds him that he has a date with "N" and now he was running late. And how she hates having to wait...

Well, if he wanted to get out of this place once and for all he was going to have to repair this old piece of junk. There was nothing else for it but to try to recover all the lost pieces and... who knows? He may be lucky.



1.2 Portrait of a, ehem, "Hero"





1.2.1 Metabolism

Slim and agile. His exaggerated anatomy is made up of both organic and cybernetic parts. His head is a spherical monitor onto which his face is projected. He has three fingers on each hand, three toes on each foot and an antenna on top of his head.

1.2.2 Age

212 years old (that's to say an adolescent on his planet)

1.2.3 Hobbies

Pizzas

The "little human" video games

Weightlifting in the absence of gravity

1.2.4 Profession

Special Pizza Deliverer (on benefit)

2. Guiding "M"

Well, by now you will have realised that "M", although he is a creature with a good heart, isn't what you might call a galactic superhero. What's the point in fooling ourselves? It's better to say he's a galactic superoaf... Let's face it, if you don't help him he's never in his life going to escape from this planet! Are you ready? Are you going to throw him a line? Good, well the first thing to do is familiarise yourself with what "M" can do. Let's go over this clueless extraterrestrial's skills step-by-step and key-by-key.

NOTE: This is providing that the keys have not been modified after this time.

2.1 Walking, running, jumping...

Before rushing ahead, the first thing is to learn how to orientate ourselves. You can guide "M" either when he's still or moving (including jumping) by moving the mouse to the left or right.

By moving the mouse up or down you can look in the direction indicated. This will be useful to find out if a big ugly bird is going to attack you from the sky or if you have to jump to an area on another level.





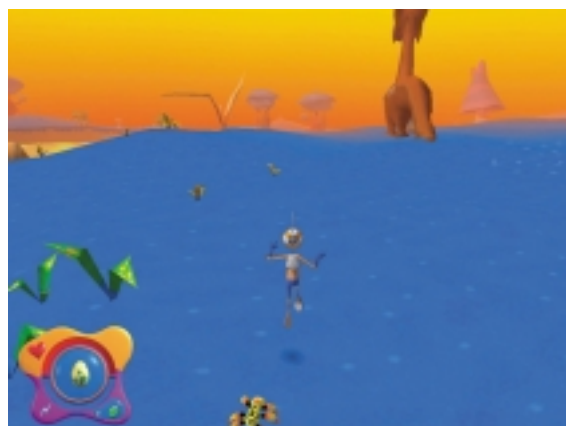
With the up, down, left, right keys "M" will dart around the planet in the direction you want him to. You can combine the keys so that he moves diagonally too.



If you move the mouse to the left or right while "M" is running you can make him turn. To move more slowly, you can use the above keys but keeping the upper case key to the right of the keyboard pressed down at the same time. This will be useful when you are near a precipice or climbing onto a platform (or animal) and have to move carefully.



To jump, you have to press the left mouse button which you can do while either walking or running. The longer you keep the button pressed, the longer the jump will be. This will help you to control the jumps and be able to reach dangerous places with a little practice. With the jump you can also avoid smaller enemies approaching you.





One other thing. When “M” just manages to reach an edge by his fingertips you can hold on and climb up if you don’t release the button beforehand.



2.2 “M’s” weapons

“M” has a pretty cool repertoire of weapons. You can see which you have selected at all times on the display at the lower left of the screen.



To change weapons press the “Enter” key

2.2.1 Slap

“M” isn’t very strong but does pack a quite respectable slap. To throw a slap, press the right-hand control when still. The good thing about this weapon is that it doesn’t cost anything to use and it isn’t necessary to select it: you can always use it regardless of the weapon you already have selected.

The bad thing about it is that you can only use it against animals when they are close to “M” and is therefore quite risky. Oh, another limitation is that against larger enemies a slap has no effect.

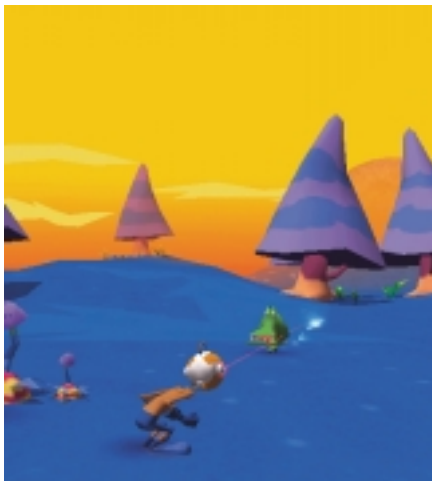




2.2.2 Laser

"M's" favourite weapon. With this you can take out enemies at whatever distance and it is superbly accurate. To use the laser, follow these steps:

1. Select the laser.
2. Keep the right-hand mouse button pressed down. A red line will appear from "M's" head which you can use to aim at the target.
3. After aiming at the target press the left-hand mouse button. ZAP! A ray will shoot out from "M's" screen-head in the chosen direction.



Not bad eh? Well, it gets even better! You can increase the intensity of the ray from the laser by keeping the left-hand button pressed down before firing. The longer you keep it pressed, the more powerful the shot; of course, you do spend more. When the laser is loaded but you decide not to fire, (because a new enemy approaches from a different place for example) release the right-hand button of the mouse (instead of the left) and the shot is cancelled.

This is the only drawback to the laser: it costs a lot to use and you have to keep recharging it... But don't worry because "M" is never totally defenceless. When the laser reserve reaches zero, it automatically recharges itself a little, enough to defend yourself from any ill-tempered creature while searching for a recharge.

2.2.3 Boomerang

This is a throwing weapon with an unusual trajectory and will be useful on special occasions: against enemies hidden behind things or when you don't want to use the laser (or when you don't have it) To use the boomerang follow these steps:

1. Select boomerang.
2. Keep the right-hand mouse button pressed down. Now keep the left button pressed. A curve will appear which you can use to aim with. The longer you keep this button pressed, the more the curve grows.



3. After aiming at the target release the left mouse button. "M" will throw the boomerang exactly along the curve you have chosen.



The boomerang is slower than the laser but you can recover it after using it (so long as it's within reach). Another unique feature is that you can attack enemy hidden behind things...



2.2.4 Gork chick egg

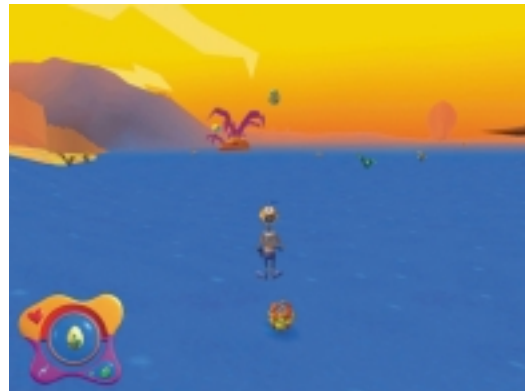
An egg? What's "M" going to do with an egg? Well, an egg in itself doesn't do much, but the Gork chick that comes out is the shocker. As soon as the egg touches the ground a small and speedy chick breaks out attacking every creature in sight. When there is nothing left to bite it returns to "M's" feet and stays there like a well-trained puppy.





To use the gork chick egg, follow these steps:

1. Select the egg.
2. Keep the right-hand mouse button pressed down. Now keep the left button pressed. A curve will appear which you can use to aim at the target. The longer you keep this button pressed, the more the curve grows.
3. After aiming at the target release the left mouse button. "M" will throw the egg exactly along the curve you have chosen.



When you throw an egg, try to throw it near to enemies vulnerable to the gork chick and even better if they are in a group. Bear in mind that after a short while the gork chick will vanish as magically as it appeared.

2.2.5 Pear

Well, this isn't exactly a weapon but rather bait and serves to lure certain animals where you want them. You'll find out which ones.

To use the pear follow these steps:

1. Select pear.
2. Keep the right-hand mouse button pressed down. Now keep the left button pressed. A curve will appear which you can use to aim at the target. The longer you keep this button pressed, the more the curve grows.
3. After aiming at the target release the left-hand mouse button. "M" will throw the pear exactly along the curve you have chosen





2.2.6 Super-laser

The definitive weapon! "M" will now and again find this throughout the journey and when he does you can fire the laser at maximum power without draining any of the reserve what so ever.



It's a pity it only lasts a short while. Use it well!

2.3 Rules for survival

Playing is the best way to learn how to survive, but here are some suggestions that may help you:

1. If you leave yourself without energy... it's all over!
Make sure "M's" attacks don't leave you without batteries...
2. If water reaches his head he'll be electrocuted.
"M's" head is electronic and therefore water is perilous.
3. A fall from a great height will put him out of the game.
Some jumps are permitted, but make sure he doesn't jump off precipices. He can't fly.
4. Save the game now and again.
That way, if you get knocked out you can return to where you were. This is recommended before making dangerous jumps or entering into risky combat.
5. Jumps are quicker.
When the enemy is on your heels, jumping could help you to gain ground.



3. Looking for pieces of the craft

So, now you know what "M" is capable of doing. Now you are ready to help him recover the all pieces lost from his second (or third) hand spaceship. They are spread over the most remote corners of the planet and some are under the control of creatures with very little sense of humour.

Now we'll explain some of the elements of the game that will help you in your search...

3.1 Windows



3.1.1 Energy indicator

Indicates how well our extraterrestrial is doing as regards health. Attacks from vicious creatures and falls sap energy so make sure you don't get left without any or... you'll disconnect!

3.1.2 Selected weapon

Between the energy and weapon Windows appears the weapon that "M" has selected. In this case it is the Gork chick egg.

3.1.3 Weapon reserve

Indicates the reserve that "M" has left of the weapon selected at each moment. In the case of the laser for example, it shows how much laser can be fired by "M". The weapons reserve will reduce with use, but although some will reach zero "M" can continue to move around (though it's better to recharge it).

3.1.4 Craft pieces counter

Shows how many pieces are needed to be found at the present level. When you have found them all the phase is complete and you continue on to the next one.

3.1.5 Map

NOTE: If the map does not appear on the screen, press the "m" key to make it visible.



So that "M's" empty head doesn't get you lost, you have a map, which becomes more and more complete as you explore each phase. The arrow always indicates the direction in which "M" is looking.

Pay attention to the bright stars on the map: they indicate where there is a piece of the craft and help you to find them if you overlook them in passing. In addition, if you reach the creature at the end of the phase and have forgotten a piece, a special arrow appears telling you in which direction you will find it.

To make it easier to orientate yourself, in every phase you start in the south (below) and the paths take you towards the north (above).

3.2 Objetos

"M" and you are going to make a few trips around the planet. These are some of the objects you will find:

3.2.1 *Craft piece*

These are the pieces of "M's" craft lost on this strange planet.



3.2.2 *Medicine box*

Gathering these increases "M's" energy (if it's needed). They come in different sizes.



3.2.3 *Laser*

These objects recharge "M's" laser. They also come in different sizes.



3.2.4 *Super-laser*

You'll be very happy each time you find one of these. Your enemies won't be however...



3.2.5 *Boomerang*

Don't forget to pick this item up, as it could be very useful on occasions.





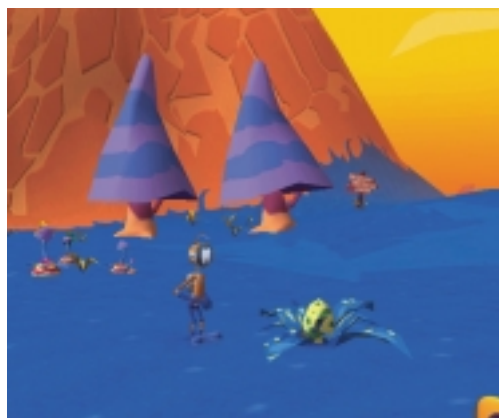
3.2.6 Pear

The pears that some creatures like so much grow on these plants. It's a good idea to collect a good few of these each time "M" comes across one of these plants because you may have problems if you don't. They don't take long to grow so it won't take up much time.



3.2.7 Egg

It's hard to believe that these horrible Gork chicks that help "M" so much are born in these adorable plants. It's a pity, but the Gork chick eggs don't grow as fast as the pears so you can only take one from each plant.





4. Beasts (and not so beastlies)

4.1 Dangerous creatures!

What a planet "M" chose to crash on. This is a list of all the dangerous creatures you are going to encounter on your adventures.

Gork

No one knows where this strange cross between a crocodile and a wild boar could have come from, but one thing for certain is that "M" should keep it's mouth at a distance. They are found in many areas of the planet. Despite the terrible shrieks they give off, the truth is that they are not very brave: A few blasts of the laser sets them off running. Another thing, as they are small you can use the trick of jumping over them when they attack, but do it with care. Best of all: the Gork chicks, although smaller in size, can deal with them in a couple of bites.



Amphibious Piranha

Don't trust them when you see these bathing in the rivers and lakes. These creatures can last a good while out of water and will start to bite anyone nearing the river bank, even leaping on to the land if necessary. As they move in hops they are difficult to shoot, but a good slap will knock them dizzy and let you continue on your way.



Mosquito

In reality, despite their enormous size, these insects are not too resilient. The bad thing is that they usually attack in hoards and can fry you up with their sting in a few seconds! As on Earth, they are everywhere.





Carnivorous Plant

Keep M away from these hungry plants because their bite is terrible. To take them out of the game you have to shoot at them when their mouth is open. The bad thing is that that they open them... to bite! So, what happens if you don't have any laser left to finish them off and you have no choice put to pass close to them? Well, there's no alternative than to be super fast. A good jump when you get near them will see you through even quicker than running.



Little Spider

They seem small and insignificant but they run like the wind and go straight to try to bite "M's" feet. With a good blast from the laser you can put them to sleep, but a good, well-timed slap would be more economical. They don't like the boomerang or Gork chicks either...



The Mad flautist

No one knows why this strange worm is so set on bombarding "M" with it's fluted nose, but it's certain that if you don't go carefully it'll take you out of the game. Dodge it's shots skilfully and give it a good laser blast in return when it's about to fire or when it laughs. The rest of the time it is hidden in it's nest.





Gorkón

This Gork has grown large and has become so strong that conventional tricks are not going to help you with him. Don't even think about giving him a slap or moving in front of him to stop him by shooting him. His weak point is not exactly his...front. If you look carefully at his back when he turns round to attack, you'll see a "certain area" that appears to be a little less protected than the rest of his green skin...Sharpen your aim and good luck! When you've blasted him enough you'll find he gives back the piece of the craft he swallowed and will be a little "deflated"...



Dragon

Yes, they are as dangerous as they seem, sorry. They live in the volcanic lava or dangerous waters and come out once in a while to "warm up the atmosphere" a little. But don't worry, with a little practice you'll learn to dodge their flames and to take advantage of the moments they are in the open to return a little of your own laser fire...



Vampire

You can also suffer aerial attacks in the caves. These winged mammals will swoop on you from the dark ceilings if you don't keep a good look out. Stay alert and always have your laser ready. If not, a good slap or hit with the boomerang will kill off their taste for blood...





Big spider

Your going to need all the laser you've got against this giant arachnid. Try to keep out of reach of it's green spray and the liquid that's left on the floor afterwards because it is very dangerous acid. Don't let it hit you with it's legs either, and, all the while, keep firing your laser at the points where you see it hurts it most. You'll see from the little red stars when you hit the right place. Use your reflexes and you'll get the piece of the craft it had eaten as a prize.



Body-building Crab

We've nothing against a few super-metabolised and mega-muscular crabs dedicating themselves to rock lifting, but why do they have to use "M" as a skittle and hurl them at him? In the valleys of this demented planet you have to dodge the stones that these peculiar crustaceans throw at you as best you can. If you try to shoot at them you'll find their shells protect them perfectly, but don't worry: there are moments when you can get your own back on them. If you give them a good blast while they are lifting a rock to throw at you, they'll lose balance and end up dropping it on themselves! Those who live by the sword...



Big Bird

Not only in the caves is poor "M" going to suffer airborne attacks. In some open spaces these birds of ill omen will set about pecking at the monitor he has for a head among chilling shrieks. As with the vampires, your best defence is to always keep one eye on the heavens and, when one comes towards you give it a taste of your laser. A good slap will also help put it in it's place.





Sumotari Ogre

As everybody knows, "Sumo" is a sport originating from a planet in the Ursa Minor that even extended to some places on Earth. What not a lot of people know is that one of it's supreme maestros can be found on the planet where "M" has found himself. Bad luck again! And the worst is that he has found one pieces of the spacecraft and has kept it as a good luck charm. Try to avoid contact with this enormous mass of flesh or "M" will end up flattened. In addition, when this obesity jumps on the ground "M" will fly through the air like a doll and the fall will finish him off. The only way to avoid this is to jump at the same time as the Ogre to cancel out the effect. In between jumps, take aim with the laser and Fire!



Amorous Cactus

Not all the inhabitants of the lost planet have evil intentions. These, in fact, are full of affection and will attempt to give "M" a friendly hug whenever they can. The bad thing is that they are full of spines! So, although they appear friendly, don't even think about letting them give you a squeeze. Don't even let them near you, because the difference to those on earth is that these can walk! Remember also that these affable plants are very shy: they only come near you when your not looking, but, the sound of their vegetable feet will warn you that somebody wants to make friends with you.



Stone Lizard

What's that, a rock that moves by itself through the desert? No! it's the camouflage of the stone lizard. Under the rock, crossing the sand, this dangerous super-vitamins, lizard looking creature is moving. Stay clear of it's terrible stone throws and when it appears, have a good dose of laser ready to change it's mind about bothering peaceful extraterrestrials.





Striped Gork

This is a species of Gork that has adapted to warmer climates. Of course, it has the same ill temper as it's blue pasture cousins, but watch out! This is more dangerous.



Indigenous Gorilla

Of the many virtues of this indigenous', intelligence isn't one of them. You only have to look at his brutish appearance to realise that he resolves his problems with the swing of a club. On the day he found a piece of "M's" spacecraft he felt chosen by the gods, and took it to the ancient sacred pyramid where he found another the same. Let's see how you explain to him that "M" needs it to return to his planet... Combat with this brute is not going to be won easily as he protects himself well from all attacks.



Indigenous Archer and Indigenous Lancer

The Indigenous of this planet are usually peaceful and friendly people. However, the treacherous witchdoctor of their tribe has tricked them and told them that the strange pieces that rained from the heavens are gifts from the gods and should be held on to at all costs. What the witchdoctor really wants is to gain more power through the advanced technology with which the pieces are made and that way become the planets undisputed Emperor.



If "M" wants to get these pieces back there's nothing else for it but to take on these ferocious warriors who will try to stop him with spears and arrows.



Witchdoctor

This is the real culprit behind why the benevolent natives are trying to attack "M". He passes himself off as a "son of the gods" and demands total obedience. Those who dare to disobey him are subjected to his evil magic. You'd do well to give him his just deserts so they see that he is no "god" and return to living in peace. When you achieve this you will get one of the pieces he selfishly kept for himself.



4.2 "M's" Allies

Well, at least not all the characters are dangerous. These will give you a hand now and again.

Tortoisesaurus

This strange species of tortoise is as peaceful and patient as he looks. He loves the pears that grow on the planets pastures and if any fall into the water he goes for them as fast as he can (which isn't very fast at all). "M" can climb on top of them to navigate as if they were guide boats and reach islands or cross rivers and lakes. To guide them to where you want to go, throw a pear in the water in that direction and the tortoise will follow. Be careful, if you send too much time on top without feeding him he will dive, and you know what water does to "M's" tele-head. So, before getting on top of one, make sure you have a good supply of pears.



To learn about using the pears the tortoisesaurus eats; consult the section pear in "M's" weapons.



Gork chick

Relax, this kind of Gork won't give you any problems. As soon as it hatches from the egg he will adopt "M" as a surrogate mother and actively help him in combat. After a short while it will see its mission as accomplished and magically disappear.



To learn about using the eggs from which the Gork chicks hatch; consult the section Gork chick egg in "M's" weapons.

Lechonsaurus

These enormous dinosaurs are no use for anything, but at least they are no threat to "M" (and this is nothing to be sneezed at on this planet of adventures). However, don't get too close to this giant as he may accidentally do you some damage.



And... "N"

She will appear at an opportune moment to help "M" escape the planet. But remember that "M" only has you to help him gather up all the pieces.





5. Game keys (default configuration)

Move forward	up
Move back	down
Move left	left
Move right	Right
Walk	Right upper case
Slap	Right control
Move camara	Mouse
Jump	Left mouse button
Change weapon	Enter
Aim weapon	Right mouse button
Use weapon	Left mouse button (while aiming)
Map	M

